

Mighty Items
A collection of items

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CHAPTER 1: WHAT IS THIS, AND HOW DO I USE IT?

THIS PACKAGE IS DESIGNED TO PROVIDE you with some unique, fascinating items. Free content, for you to do absolutely anything with that you like! Chop, change, build and remove, these ideas are as much yours as mine. I only ask that if you make a million dollar module outta them, you at least credit me in the acknowledgements.

ART IS WHAT YOU CAN GET AWAY WITH

-Andy Warhol

Firstly, none of the art is mine. I am not creative, I am not talented, and therefore all art is copied from free art sources. Where possible, license agreements have been included, and artists have been credited.

FREEDOM OF PRESS

This is simply a loose collection of fun ideas, very slightly formalised. Do not feel prescribed or tied into any of the numbers I've included. You're the DM- you're the king of your own adventure! The numbers have been included simply because the item blocks looked slightly out of place without them!

STYLE AND FLAIR

Each of these items has a little bit of a back story or context included, for specific players, but again - you're the king! make your own backstory! Mix and match them, upgrade and downgrade them, combine them and split them, and then rethink the story to make it work for your players and your party, and throw them into your world!

THESE ITEMS IN YOUR GAME - A WARNING

These items are mostly powerful, mostly unique, and mostly game-defining (for a narrow aspect of a characters personality). They're designed to help define a character, to dictate how they would choose to think about a problem. They are the hammer, that makes many problems look like a nail.

The biggest thing to keep in mind is *this is not a problem!* think about Indiana Jones, you

immediately think of his whip (and hat), and the number of problems he solves with that one tool - that's not a problem, that's an incredibly cool character feature! Luke and his light saber, Robin Hood and his bow.

As such, don't punish players for using their tool, nor design encounters that discourage or encourage the specific use of them (imagine how boring it would be if Robin simply shot the sheriff with his bow? Instead, he uses his wits and character, to allow him to use his bow).

All DMs hate the idea of munchkin/ one trick characters, so it is admittedly a narrow line to walk, but I still encourage my players to use their items with creativity - let them become known in your world as the "Rogue with the legendary cloak" or "the Gnome who travels the harshest lands unscathed". Let your players feel heroic!

HOW TO ADD THESE ITEMS TO YOUR GAME

Because these items are unique, defining, and powerful, how you add them to your game is entirely up to you, but they probably shouldn't be added by random chance through a roll. They should be fabled, promised, or earned. The players should feel the portent of things to come and experience the weight of the item when they finally earn them. The following chapter has specific hooks for items, however I further encourage you to be creative, and design these paths specifically for your players and their characters!

CHAPTER 2: LETS GET DOWN TO BUSINESS

GENERIC/CATCHALL HOOKS TO INCLUDE THESE ITEMS IN YOUR GAME

Some examples of how to add these items to your game; I encourage you to write your own for your own world, however! I also encourage the earning of these *Mighty Items* to be a mission that spans multiple sessions. If you would like to include a generic hook, they do not have to be the main focus (lest it accidentally derail whatever campaign you're currently on) but should be a supplementary reward, or a "ticking clock", or exist in the back of the players minds as a task they must also fulfill - Think of them like challenges or achievements in games.

A MISPLACED BET

After earning a reputation as a party of luck and fortune OR a party of misfortune and ill fates, the party is approached by a hooded gambler, offering them a wager for the outcome of their next quest. The gambler offers an additional reward of a *Mighty Item*, on condition of their success. The gambler may reveal (or be detected) to be one of the gods of fate, either Beshaba or Tymora.

THE GODS' BAZAAR

The players earn a boon from the gods, whether by sanctifying a previously desecrated temple, providing safe passage to a group of priests, or ousting a rival god's cult in the area. As such, the god provides a token to be spent at the Marketplace Eternal; an endless sprawling bazaar where multiple *Mighty Items* may be found, for those with the wits to seek them out.

DRAGON'S HORDE

A dragon has been terrorizing the countryside, stealing gold from merchant caravans, slaughtering livestock, and burning stockpiles. A famed warrior, wielding a mighty *item* of power (what it is, is up to you!) even perished, attempting to slay the dragon. As such, his mighty *item* has become the crowning jewel of the dragon's horde!

EVIL'S BECKONING

Recently, a mighty evil has risen nearby. Caused by the shifting of the sands/a mighty storm that caused a landslide/a forest fire that clear felled an area/ excavations breaking into a cavern, a strange undead force has been exposed to the world of the living. The leader of this force commands the undead through force of will, further amplified by their wielding of the *Mighty Item*.

NEWCOMER IN TOWN

A stranger has come to town, demanding goods, attendants, gold, property, or anything else that comes to mind. He wields a *Mighty Item* and as such, all who attempt to stand up to the bully are beaten down.

A DEAL YOU CAN'T REFUSE

A trader approaches the party, and offers a *Mighty Item* for some sort of sacrifice, whether that be a companion that the PC's adore, abandoning the quest they're currently on, their equipment, or perhaps another *Mighty Item* that the PCs already possess.

COMMERCE GRINDS SLOWLY

A trader approaches the party (who may or may not have recently come into a large sum of money, or a lot of loot, or a lot of trade goods), and introduces themselves as a young fresh merchant/blacksmith/tinkerer/enchanter, just setting out on their own. They learned their craft from their relatives/parents/guild, but do not have any stock of their own to sell. They wish for the players to act as angel investors, gifting their wealth with a promise that after some time passes, the trader will have "something worth much more to you". For an additional layer, perhaps when the PC's return, the trader's store has been robbed, and the trader murdered, and the PC's must track down the *Mighty Item*.

CHAPTER 3: THE MIGHTY ITEMS

MIGHTY ITEMS

These items all have the context of how I used them in the game, and who earned them! The end of each item ends in "meta-mechanics" which are the numbers that I have used in my game. I encourage you to ignore it!

V's CLOAK OF MANY STYLES

A simple cloak until worn

As you don the cloak, it seems to shift and dance lightly, catching the shadows and the light equally. Initially you could have sworn that the cloak was the wrong size for you, seeming to be long and cumbersome. When draped over your shoulders, however, it seems to be the perfect length, ending fetchingly just below your calves. It is light, and swirls around your legs as you twist this way and that.

A shifting Cloak, Gifted to V The Rogue, a sneak-thief and Charlatan, well known for managing to get into places he shouldn't. It was purchased in the Marketplace Eternal, allowing him to always "look the part". Not so much that he is always the best dressed, but enough that he never looks like the pauper who walked into the throne room. The cloak always meets the definition of "appropriate attire", and as such the rogue is always able to blend in with any crowd. Similarly, the cloak is always appropriate clothing for any activity or climate, being heavy and warm in the snow, light and airy in the desert, shadowy and silhouette-obscuring for rooftop sneaking, while being gaudy and showy for the Queen's Ball.

Meta-Mechanics

This cloak acts as a simple cloak in combat, etc. It is light and simple enough that it does not get snagged or snared in combat (+/- 0 AC)

This cloak helps protect from the harshest cold and the sharpest heat.

This cloak gives advantage on any check that requires a uniform or particular outfit, such as a guard's outfit, entry to a royal court, or entrance to a beggars hideout.

This cloak gives +2 to any attempt of sneaking where the cloak can provide camouflage

TRYM THE BIOLOGIST'S FIELD NOTES

A leather bound, waterproof diary

A small journal lies in the dirt, seemingly unbothered by its long time spent in the elements. As you pick up the journal to inspect it, you notice it is strangely warm - a simple, cozy, warmth reminding you of hot tea and cozy reading rooms. Flicking through the pages, the first half seems full of useless survival tips and tricks such as "Try not to get eaten by snakes!" and "some types of berries are poisonous - eat the ones that aren't!". The second half of the book is full of blank pages.

When placed back on the ground, open with its cover to the sky, the book grows and shifts, forming a small, cozy cabin, complete with a fire on the hearth, a table, and a larder.

The Biologist Trym is a somewhat vulnerable gnome, intent on exploring jungles, mountains, tundra and deserts, always keen and excited to learn more about the flora and fauna of the region. Through her explorations, she discovered a simple journal, half buried in the dirt.

Somewhat like Tiny Hut or instant fortress, it is an instant campsite. The book can be unfolded and placed on the ground to grow into a warm and dry cabin, keeping inhabitants safe from beasts and the elements at almost any time. Further, the cabin contains a hearth with a cozy fire, a larder, sleeping hammocks and dining tables, and bookshelves. Any books found on the shelves can also be read by simply opening the field notes journal, with a preternatural ability to open to the relevant pages right when you need them. EG if you find a book on the flora of the Jungles of Zakhara, and place it on the shelves within the cabin, and then see a strange-looking Vine, and open up the book, you may find yourself on the perfect page to help classify it!

Meta-Mechanics

The book itself can be read at any time with an action. If the PCs have placed a relevant book on the shelf they may receive some benefit from reading the book, such as recognizing a creature, understanding the mechanics of a lock or spell, or knowing the history of a great family. Depending on the book referenced, this can manifest as advantage, +1 or +2, etc, at the DM's discretion.

When placed on the ground, open, with the cover facing the sky, the owner may speak a command word to make the cabin grow. The cabin grows slowly (in about 2 minutes), and does not have a bludgeoning effect like *instant*

fortress, however it is much smaller and subtler. It can be grown any place there is an open area of 15*30 ft, and essentially acts as a campsite, protecting from most beasts and the elements, but not from determined raiders or maddened animals.

JADE THE MONK'S BRACER OF COMMUNION

A simple burnished metal bracer, always cold to the touch

As you slide the bracer up your arm, you feel the slight chill emanating from it. As you slide it up your arm, you begin to hear slight whispers, voices from people who are no longer there.

Looking around the ruins, you begin to see people, regular people, going about their day. You see mothers helping daughters wash clothes, you see men sweeping and boys running down the street. An apparition steps towards you, looking you in the eye. "Each of these people once lived. This place may be dead, but it was not always so. Stay a while, let me share the history of our great city"

The Anthropologist Jade is fascinated by different peoples, their society, and their history. A great way to study people is to know their past, and thus Jade was gifted a bracer, allowing her to commune with long dead spirits who have tales to share. Slightly different to the speak with dead spell, it instead helps Jade commune only with those spirits that are long dead and exemplary of the people of the region. Perhaps she stumbles on an ancient ruin, fascinated by the runes and markings of the wall, she wants to know more about the region. An ancient spectre may manifest, enlightening Jade of their culture and behaviour. (As a side note, this is a very RP way to give out some of that awesome lore you wrote about your world, as well as give hints to treasure to reward exploration!). Further, rather than speaking to a specific spirit, the bracer instead manifests an apparition who is the embodiment of all the spirits of the area, as well as the area itself. The bracer essentially allows the user to speak to the departed spirit of an *area*. Because the spirits are so ancient and weakened, they must coalesce, pooling their energies and knowledge, to become visible and audible.

The spirits have knowledge of any who live in the area at the time, as well as many of the long lost histories and secrets of the area itself.

The apparition lasts as long as the caster

maintains concentration, however it is under no spell or power to be helpful or truthful. The apparition takes on the "average appearance and personality" of the people of the region, meaning it will likely be a commoner, of indeterminate age and sex. Further, its personality will be largely determined by the people themselves, if the people were stubborn or fearful towards strangers, it may be unwilling to be helpful. If the people were wealthy and unworried, perhaps it will be boastful and happy to share the magnificence of its home.

Meta-Mechanics

This *mighty item* acts as the inverse of the speak with dead spell. It requires the spirits to have been dead for many years.

As an action, the user can call upon the area and the lives that may once have lived there to form an apparition to answer questions.

The apparition lasts as long as the caster maintains concentration, and will behave based on the historic personalities of the people in the region.

Further, it will have intimate knowledge of the layout, secrets, and past inhabitants of the area, but no knowledge of the current state of the area.

FELANAR'S PLAIN BROADSWORD

A simple sword, or any other weapon.

Picking up the sword, it is well balanced, and masterfully crafted. It rests easily in your hand, and is unadorned with any runes, gems, or cosmetics. However, you find it impossible to put back, and are compelled to wield it. It catches the light beautifully as you give a few test swings, sweeping through the air. Strangely, you feel the potential of this blade, as that of a father or mother seeing their child learn. It seems there is more to this blade than meets the eye.

Felantar is a barbarian who was sickened by the bloodshed of a great battle, and though blessed by the god of blood, did not want to spend the rest of his days slaughtering for the sake of it. Felantar received a simple broadsword. Initially plain and unassuming, as the sword was used, it began to change in style, form, function, and personality.

Essentially, this sword is what a sentient weapon starts as - but rather than players finding "the fabled sword of the chieftain of the orcs, a blade that hungers only for blood", instead Felantar is able to choose the path of his

blade, and mould its boons and personality - basically he's teaching it.

Years have passed since you first picked up the sword. It has been a companion, by your side for all these years of adventuring. Earning a name as a just defender of the weak, your sword has grown into its role. Refusing to slay any innocents, it however leaps with relish into the fray to defend those who cannot defend themselves, dancing in combat it intimidates and frightens all who would do harm to those who do not deserve it.

After years alone on the road, talking to your blade, it has learned and became a friend; talking back, offering advice and words of caution

Occasionally, in the depths of the lonely nights on the road, you ponder and shiver over the paths not taken, the possibility of wielding a weapon both great and terrible.

This is an opportunity for you, as the DM, to flex your improvisation and creativity muscles, additionally I've included some ideas below.

Meta-Mechanics

This sword gains attributes as you use it, learning from its wielder how to behave.

- +/- to attack certain creatures (such as a hated enemy of gnolls, or bullies, or creatures bigger than yourself)
- +/- to attack in a certain way (such as charging into the fray, picking off stragglers sneakily, one on one duels, or stabbing in the back)
- Gain sentience - the sword may become a member of your party, with opinions and goals of its own, likely sharing its alignment and motivations with its wielder
- Perhaps you often sleep under the stars with a fire, and the sword learns the value of nice warmth, and emanates light and heat when thrust into the earth.
- Maybe you often attend diplomatic events or affairs of state, and the sword becomes more ceremonial in nature; less useful in combat, but helping in charismatic pursuits.
- The sky is the limit, and these are simply suggestions!

FENRIG THE FAT'S COPPER MUG

A simple copper mug

"Another round for me and my friends!" the fat man yells. The bartender obligingly pours another round, filling the fat man's tankard first.

The tankard is a copper mug, glinting in the torchlight as the fat man gestures, recounting tales or brawls and battles.

loot and treasure, busty wenches and mighty Valkyries. The listeners find themselves swept up in his story telling, amicably laughing, as well as providing "oohs" and "ahhs" as appropriate.

Finally, the man leaps atop the bar, "We should have a fight! A good old tavern brawl", and with that, he kicks the nearest man, who, laughing, turns and punches his neighbour

Fenrig the Fat is an old soldier, who has a fairly thirsty tongue. A penchant for brawling in the tavern, as well as sharing his gold in the form of buying rounds for the locals, noticing this, the god Lapuard (the god of drinking) blessed his favorite vessel, giving it the power to dictate the attitude of a tavern, scaling up with Fenrig's own drunkenness.

As Fenrig recounts stories and tales, gesturing widely with his vessel, it acts as a form of hypnosis, gently making the patrons of the tavern more and more susceptible to Fenrig's stories and attitudes.

If Fenrig chooses, he can tell tales of glory and valor, leading the patrons to rally and want to fight. Or he can tell tales of subterfuge and intrigue, leading patrons to be mistrustful and secretive. The player can tell any stories he or she likes, and with a commanding performance the listeners will be persuaded.

Meta-Mechanics

The owner of the vessel may begin recounting a story to tavern patrons, gesturing with the vessel in hand.

With a performance check (DC 10), the patrons will be put in a specific mood; Battleready, Mistrustful, Wanting to do good or evil, Generous, etc.

The ending of the story can be a call to action, demanding the patrons do some action; Storm the castle, start a brawl, tell a secret, etc.

However, as soon as the patrons leave the tavern, the magic ends (though the momentum of a group heading to the castle may take some time to slow)

Furthermore, once per day, all listeners who drink along gain the benefits of the heroism spell. When the temporary hitpoints are lost, the spell ends

CYRUS'S THE DRUID'S SHOVEL

An iron Shovel with long wooden handle, inlaid with carvings of vines and leaves

Reaching into the pool of water, you grasp the handle of the shovel. It seems like a simple, iron shovel. Looking closer at the long wooden handle, you see carvings along its haft of vines and leaves curling about its length.

As you pull the shovel out of the water, the small oasis seems to shift in the hot desert wind. The tall, shady palm trees begin to wilt and die. The pool of water rapidly drains, sinking into the thirsty desert sand. The tufts of grass, skittering insects, and singing birds disperse, disappearing into the sands and sky, or simply shimmering out of existence in the wavy desert heat.

The druid, Cyrus, round himself out of his element early on in his adventure. Usually at home in the forests of Wealdath, awash with vibrant life, the deserts of Anauroch.

Aching for the shadows and birdsong of his homeland, Cyrus created a treasured shovel. Capable of calling forth whatever little amount of life exists in the area.

Meta-Mechanics

This shovel acts as a combination of the plant grown spell (3rd level), the create water spell (1st level), and mould earth (cantrip).

When used, it can quickly excavate a small pool, and fill it with water. Once the pool is filled with water, plants native to the region will sprout, and any nearby animals may be attracted.

Once per long rest, this shovel can be used to create an oasis/watering hole anywhere. Note that if water cannot exist, animals do not exist, or plants do not exist, then these features simply don't manifest.

The pool is a 5ft half-dome, filled with clean drinking water. 1D6 plants native to the area sprout and grow rapidly nearby, such as trees, grasses, reeds, and bushes. There may or may not be berries and other edibles (at the DM's discretion, depending on the region).

Native animals may also be attracted to the area, depending on how attractive a watering hole is to the animals and how much animal life there is in the area.

HORATIO'S THE PLANNER'S SILVER BALLS

A pouch of 1D20 metal balls

The halfling lowers his voice conspiratorially and leans in over the table. Reaching into his pocket, he retrieves a pouch of metal balls.

"Okay, you and me, we'll be here, and the vault is over

here guarded by 4 guards" he says. As he speaks, he places the silver balls on the table where he gestures. Before your eyes, the balls shift form, creating tiny, lifelike representations of you, Horatio, the 4 guards, and the vault.

"there's just.... one more complication" Horatio continues.

He places a handful of balls on the table, and they slowly coalesce into the shape of a tiny, silver dragon. The dragon charges towards the miniatures of you and Horatio and devours both of them with a single, satisfied *chomp*.

Horatio is a small, quick-talking rogue, who loves plans and heists, well known for using anything at his disposal to help explain an often convoluted and overly complex plan. Many a plan has been described using salt and pepper shakers, bits of napkins, and matchsticks.

Finding a particularly gifted enchanter, he was given a bag of ball bearings, enchanted to perfectly represent any object Horatio could describe, though in miniature.

Meta-Mechanics

The pouch contains a 1D20 metal balls, that can be placed on a table or surface. Each ball is essentially a tiny golem/minor illusion.

The golems cannot influence any objects, except for the other golems, and if they ever move more than 10 feet away from the pouch, they turn back into a silver ball.

The balls may assume the form of any object that the owner can describe, and will assume the stats and equipment of that object, if they are known by the owner of the pouch. Certain objects may take more than one ball to create (1 extra ball for each size larger than medium).

The golems do not act with any artificial intelligence, but may be instructed verbally or telepathically by the owner of the pouch. The balls may be used to check the difficulty of certain actions, enemies, or journeys, however all rolls are made in secret by the DM.

(And of course these miniatures may be used in playing DND in DND!)

KURG'S THE PALADIN'S CONFESSION DIARY

A book with white metal covers

Inside the sarcophagus is the corpse of a long dead paladin. Still clad in gleaming armor, with his shield emblazoned with a roaring sun. His other hand clasps not a sword or mace, but rather a book, clad in its own plate armor.

Opening the book, it seems to be a diary of some kind. There are a number of entries in a hard, blocky script. Each entry seems to have a reply written in strange, slightly

glowing calligraphic letters.

The block script confesses a sin or error of judgement, presumably written by the paladin himself. The reply, written in celestial script, instructs an act of penance or sacrifice to be performed.

Kurg is a devout paladin, determined to follow the path of righteousness. However, like many paladins before him, understands that occasionally the greater good requires a temporary flexibility of morals.

Asking again for forgiveness from his Divine, and offering penance in the form of donations of helping others, he received a tome from an old and wise cleric, one who like himself had spent his youth adventuring with.... more morally flexible comrades.

The book acts as as a ledger, keeping track of the paladin's net "good" in the world, and ensuring that the paladin may remain on the right side of right.

Every night, Kurg wrote his confessions in the diary; any sins committed. Overnight, his penances appeared in the diary, for Kurg to perform the next day.

Meta-Mechanics

The book has two states, "Righteous" and "Non Righteous". When the paladin has penances not yet performed, it is "Non Righteous" at all other times, it is "Righteous" and emits dim light to 30 ft.

At any time, the paladin may check on his "goodness" by spending a short rest reading the book. He will get a general overview of his goodness, as well as any penances not yet performed.

This diary is also inherently brimming with holy power - when Righteous, it can be used to cast Turn Undead (with destroy undead if level 5), to gain lodging at a church associated with any lawful or good god, and be used to create holy water without powdered silver.

Further, due to its heavy metal cover it may be used in the offhand as an improvised club, dealing an additional 1D10 radiant damage to undead of fiends when Righteous.

This diary acts as a means for a Lawful Good paladin to still participate in certain activities, but without completely abandoning his alignment, further, the slaying of an evil warlord may be considered "good" but it is still murder, and may require some sort of light penance.

Furthermore, even if the paladin does not participate in some sort of sin but he stands by and lets the party perform it, he may still need to repent.

The penance is entirely up to you as the DM, but here are some examples (and the sins of the

party/paladin that caused the penance to be required)

- Theft - Donate 1D20 to the church
- Self defensive murder - Escort a cleric through danger
- Murder of evil - Ask for forgiveness at the church
- Assassination - Give up the bloody weapon and armour
- Breaking and entering/robbery - Return and pay for the damages
- lack of mercy - 1D4 days of non violence
- Overt lying - 1D4 days of radical Truth
- Murder of an innocent - All gold to the family, Plus a full burial
- Desecration - Pilgrimage for forgiveness

How you punish the player for breaking their oaths/alignments is entirely up to you, and could be as simple as "1D6 psychic damage every day", however I used the table below to punish/incentives my paladin to perform his penances (each tier is cumulative).

Penances Not Performed

1. 1D6 damage per day (in the form of guilt)
2. Cannot use Paladin class features+1D6 damage (total 2D6)
3. Cannot use Paladin Spells + 1D6 damage (total 3D6)
4. 3 levels of exhaustion (in the form of crushing guilt and depression)+1D6 damage (total 4D6)
5. Additional exhaustion penance+1D6 damage per penance
6. Automatically forced to switch to Oath Breaker paladin, Permanent loss of 1/4 max HP.

SAFIYA THE DUELLIST'S VELVET GLOVE

A Bright Red Velvet glove

You feel the glove slap you across the face. You blink in surprise at the tall, lithe teifling in front of you, her pointed tail flitting from side to side with irritation.

"You Scoundrel! I challenge thee to a duel! Noon! In the town square, for the right to attend the king's tournament!". Strangely compelled, you agree.

A few hours later, your feet march you towards the square, the crowd already gathered and cheering, the teifling pacing and swishing her rapier in front of her. She holds her blade up in front of her as you approach, before bowing stiffly.

"May the best of us win!", she exclaims as she charges.

Safiya was a noble, who left her high style life to become a fighter and swashbuckler. Exploring the world, she was bothered by the randomness of open battle and and dishonor of ranged combat and assassinations. As such, she preferred to settle all her battles in 1 on 1 shows of exemplary combat wherever possible.

This glove is able to compel the target to accept an honorable, 1 on 1 duel.

The wielder may challenge any martially proficient noble to a 1 on 1 duel for reputation or honor, or some sort of wager, perhaps for information or ownership of a small amount of goods. The glove itself ensures the duel completes with honor, preventing any bystanders, companions, or guards from stepping in, as well as preventing any death or finishing blow after one of the combatants has yielded.

The stakes of the duel must be the same as were being discussed in the conversation (IE the duel cannot just come out of nowhere).

Meta-Mechanics

This item acts as a modified command/suggestion spell. with a few additions.

As a touch action during a conversation and while out of combat, the target makes a wisdom saving throw or is compelled to duel.

The duel will only be accepted by a martially proficient (or sufficiently aggravated) noble, a "young hot shot", an army captain returned from war, or a privateer currently residing in the kings court. The noble will not be compelled to the duel if it is clear they will lose.

The duel can be scheduled any time up to 24 hours in the future, in a fair stadium, which is one that does not advantage one party or the other more than the other - dim light while one has dark vision, for example. However, if the stadium is equally unfair to both, that is acceptable, eg on a rickety bridge where both must perform dex saving throws.

If easily accessible, the duel is attended by many commoners and nobles alike and can be used as a grand distraction, though they are under no magical compulsion to attend.

Both parties are compelled to attend the duel if they are within 1 mile of the challenge stadium, however one or other may flee the area entirely before the challenge is due to commence. The fleeing party is considered to have lost.

No other combatants may influence the competition unfairly once it starts, including direct participation, buffs or debuffs, or distractions. Further, no spells may be used in the duel.

After the duel, the loser MUST give up the

wagered stake.

DM note I quite like to buff the noble or challenged target, as they must be "martially proficient" to accept the duel, by reskinning a suitable CR humanoid for a 1 PC fight. Some examples for 1 player monsters to use are below: (1/8 to 1/4 * level)

RESKINNABLE MONSTERS FOR LEVEL

Level	Monster
1	Guard
2	Goblin
3	Thug
4	Bugbear

DARIUS DUNCAN'S ORB OF HINDSIGHT

A Crystal Scrying Orb the size of a grapefruit

An ancient skeleton sits, clad in a tricorn hat, with a mighty cutlass at his hip. Surrounded treasures collected over years of piracy, he instead sits staring at a crystal orb, his skull frozen in a permanent gold tooth'd grimace.

Dancing in the orb are endless streams of figures, people who have been touched by the Dread Pirate's reign. Families weeping. Merchants and Businesses lost and ruined. Settlements starved and shipwrecks infested by sharks.

The pirate king has perished, and yet the consequences of his reign still ripple throughout the world.

This orb is a form of scrying which gives a hint of the wider-world effects of your PC's actions.

The images shown in the orb are uncontrollable by the PCs, but offer a view of behaviours and ripples caused by the PCs' actions.

Perhaps the PCs choose to do a little bit of robbery, taking a merchant's wares on the road. The orb may show the merchant arriving home some days later, empty handed, perhaps the man's benefactor extracts the value as a pound of flesh. Perhaps he defaults on his debts and is jailed, his family left to fend for themselves.

Or perhaps they choose to help the merchant, and instead see the merchant arriving home, his investment paid off. They see him paying back his benefactor, and paying off his debts. Instead of a family ruined, the players see a merchant back on his feet, and an ally gained in a foreign city.

Meta-Mechanics

This is largely a passive tool to enhance the DM's story telling and world creation. Whenever you may choose, the orb begins to emit enough noise for the PCs to notice, and if they choose to investigate, they see some event occurring.

The event they see must be one that the players directly influenced, such as rescuing or robbing a merchant, staging a coup, or rescuing an orphaned child.

By witnessing some long term effects, you can allow your players to feel more impactful in your world, as well as creating more stories happening that players may witness.

Further, by witnessing some of these occurrences players may get some mechanical benefits, at the DM's discretion. Some ideas include:

- Inspiration/ advantage (happiness by the outcome)
- Disadvantage (regret/guilt)
- Intelligence about some hidden treasure/location
- Information about the target of the scry

THANKS!

Thanks for reading, I don't have much to say here, except that I hope you like using my ideas. This all stemmed from a reddit post on which people were very nice to me, and made me want to do something a bit bigger - so please keep being nice to each other and play more games!

I simply did this as an excellent way of procrastinating my PhD and as such this is pay as much as you want, so feel free to download it and share it and screw with it as much as you like, and likewise if you download it and love it then I assume you can go back and pay if... y'know, you're not a poor university student like I am! If you really really want to, you can donate a few dollars (all im comfortable accepting) here <https://ko-fi.com/cdcarr>

I suppose I only ask that if you do share it, please credit me (C D CARR), and send me a message on Reddit (u/ZigsZag). Also if you'd like any other content, feel free to send me any ideas you like!